

11/97

EmuMovies

PUBLISHED
BY



Rare Ltd.

C/o NINTENDO AUSTRALIA PTY. LTD.
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia
<http://www.nintendo.com.au>
NEW ZEALAND AGENT MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland

JET FORCE GEMINI

NINTENDO 64

INSTRUCTION BOOKLET

PUBLISHED
BY



DISTRIBUTED
EXCLUSIVELY BY

Nintendo



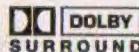
WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Jet Force Gemini™* Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



Dolby and the double-D symbol are trademarks of Dolby Laboratories.

This Game Pak has been encoded in Dolby Surround*. If your television or sound system is equipped with a Dolby Surround decoder, and you have the left, centre right and rear channels connected to speakers, you will experience the excitement of multichannel surround sound.

*Trademark of Dolby Laboratories.



*TM & ©1999 Rare. Rareware Logo is a trademark of Rare.
TM, ® and the "N" Logo are trademarks of Nintendo Co., Ltd. All rights reserved.

CONTENTS

ABOUT THE CONTROLLER	2
THE STORY	4
THE CHARACTERS	5
GETTING STARTED	6
CONTROLS	8
MULTIPLAYER OPTIONS	11
SAVING YOUR GAME	13
GAMEPLAY	14
THE WEAPONS	18
THE ENEMY	21
THE WORLDS	22
WARRANTY INFORMATION	25



THE NINTENDO 64 CONTROLLER

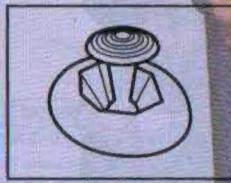
Control Stick Function

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Controller



While playing Jet Force Gemini, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

Four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two, three- or four-player game modes.

N64 Rumble Pak™

This game is compatible with the Rumble Pak™ accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.

THE STORY

TRAPPED IN A WAR ZONE

"There goes another one," sighed Juno as one more dot on the splintered on-screen galaxy map flickered and turned red.

The twins were fast losing count of the number of urgent reports they'd made to the Federation since this whole affair began. But still the Federation had refused to commit. Just another petty tyrant, they kept saying. Let him have a few minor stars, and he'll be satisfied...

But of course that wasn't happening. Savage attacks on the Jet Force Gemini patrol ships had left the squadron crippled, with only a single ship—that of Juno, Vela and Lopus—escaping by the skin of its teeth. And with their hyperdrive unit damaged beyond repair, they were trapped in a war zone that was expanding by the day.

As if that weren't bad enough, Mizar had invaded Goldwood, home world of the peace-loving Tribals, and taken almost the entire colony into slavery. The Tribals were valued allies, and it was a source of guilt and shame to Jet Force that they hadn't been there to help.

Vela rose suddenly from her seat. "We're out of options, Juno," she announced. "It's time to go."

"I know," he nodded, rubbing his head wearily. "We're a sitting target, and we're not going to last another day if we..."

He found himself cut off in mid-sentence as, without warning, the floor beneath them shuddered from the force of a furious blast down in the bowels of the ship.

"What now?" yelled Vela, wheeling to face the main monitor as it threw up an abrupt, horrifying image of chittering Drone raiders pouring from a Stealth Ship docked at the devastated cargo bay doors.

"You two get going, and I'll join you down on Goldwood when I've secured the ship."

"Not a chance!" spluttered Vela. "What if you..."

But Juno was already steering her out into the corridor. "Vela, there's no time!" he hissed. "If Mizar takes the ship, we're all trapped, and the Tribals lose the only chance they have. Now take Lopus and get out of here!"

Vela took a deep breath, then turned and sprinted alongside Lopus in the direction of the teleport bay—and the death-or-glory crusade that lay beyond.

THE CHARACTERS

JUNO

With aspirations to be part of a crack Jet Force team since the day he and Vela's trader parents fell foul of murderous pirates, Juno has become a well-liked and respected fighter in the Gemini squadron. Thoughtful and deliberate, all he's ever really wanted to do is keep his part of the universe safe.

VELA

Juno's twin sister, Vela naturally shares his passion and dedication to their cause, but she often relies on her temper to get her out of tricky situations. Always the feisty one, she's followed the Jet Force dream both through a fierce sense of justice and a determination to prove the equality of the fairer sex in the skeptical military world.

LUPUS

Each Jet Force squadron mascot comes cybernetically enhanced to hold their own as efficient fighting units should the need arise. Tough, unshakable and totally loyal, Lopus is a long-time companion of Juno and Vela and a vital member of the Jet Force Gemini crew.

FLOYD

The relentless brutality of Mizar's ambition is even beginning to take its toll on his own forces. While the Drones are created subservient, other factions have their dissenters: in particular, the AI of the elite Airborne Squadrons improves with every batch, to the point where some of the most recent are actually beginning to question the morality of their tasks. Floyd is among this number—and unfortunately for him, he's about to find out the price of disloyalty to Mizar.

KING JEFF

Tribal rulers are traditionally chosen from those rare few born with unusual powers, and Jeff is no exception. Nevertheless, when it comes to fending off a full-scale Drone assault, even a fearless king on his home turf stands at a severe disadvantage.

MIZAR

Tyrants come and tyrants go, rising from nowhere only to be overthrown by revolution or other tyrants. It's this constant cycle that has lulled the Federation into complacency. Though shrouded in mystery, Mizar and his seemingly-endless Drone army have already broken the mold and proven themselves the biggest threat to intergalactic peace in centuries.

GETTING STARTED

SINGLE PLAY

Selecting a single-player game will bring up six save slots. Choose an empty slot to begin a new game and enter a name. Use the Control Stick to move around and press the A Button to choose a letter. When you have finished entering a name, select End. You'll move into the introduction sequence which will give you a brief update on the story so far. This, in turn, leads to the character select screen. Notice that as the game picks up from where the intro left off, only Juno is available. Vela and Lupus will become controllable once you catch up with them during the course of the game.

Choose a slot containing a saved game, and you'll be offered a further range of options. You can dive straight into the game where you left off, or you can choose to copy the contents of the save slot into another empty slot or just erase the current slot completely.

MULTI-PLAY

The first selection you'll make upon entering Multiplayer Mode is that of your character. You can choose Juno, Vela, Lupus or any other character you've managed to unlock and save to memory in the single-player game. Once all players have made their choices, press START to bring up the main multiplayer game menu. See Multiplayer Options on pg. 10 for full details.

CO-OP PLAY

This option, which allows two players the chance to take on Mizar's hordes simultaneously, will only become available once Floyd is found and rescued in the single-player game. Unlocking and selecting Co-Op Mode lets both players team up on the same screen, with one controlling the current character (Juno, Vela or Lupus), while the other helps mow down the enemy using Floyd and his gunsight.

OPTIONS

For all options, press the A Button to go forward a step and press the B Button to go back. Use the Control Stick to move between the various options.

STEREO SETTINGS

Toggles between Mono, Stereo, Surround and Headphones.

MUSIC & SFX VOLUME

Allows you to use the Control Stick to drag the bar to the preferred volume.

WIDESCREEN SETTINGS

Toggles JFG's Widescreen Mode ON or OFF. The C+ and C- Buttons can be used to relocate the letterboxed screen when Widescreen Mode is activated.

CONTROL MODE

Toggles between Normal and Expert control configurations.

2-PLAYER SETTINGS

Splits the two-player game screen horizontally or vertically.

CHEATS

Displays the cheats that have been found and activated.

EXIT

Takes you back to the title screen. *NB:* This quits the current game if selected from the Pause Menu.

CONTROLS

BASIC MOVEMENT

+ CONTROL PAD

Each direction on the + Control Pad will instantly bring up whichever weapon has been assigned to it through the Pause Menu's Weapons option.

START

Brings up Pause Menu (see pg. 11).

Z BUTTON

Fire away!

CONTROL STICK

Walk or run (depending on how much pressure is applied to the Stick).

TARGETING MODE

The controls change slightly when the R Button is held and the Targeting mode activated to allow you to move around while firing. In this situation, character movement is controlled by all four C Buttons, leaving the Control Stick free to move the crosshairs for precision aiming. Simply release the R Button to return to normal control.



R BUTTON

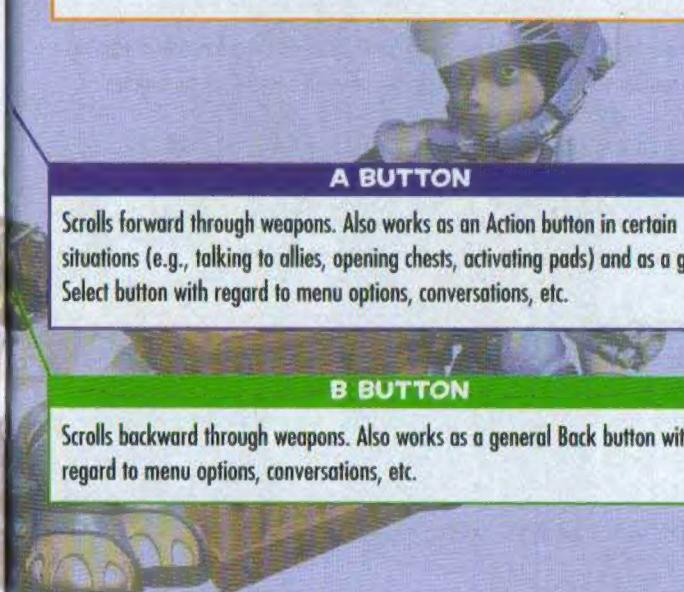
Press to center the camera behind your character and keep held to enter Targeting Mode.

C BUTTONS

C+/+: Sidestep left/right. Use while holding the Z Button to strafe.

C+: Jump. Press quickly to hop or hold down to leap higher.

C+: Crouch. You can fire while crouching or use the Control Stick to crawl around. Press the C+ Button to stand.



A BUTTON

Scrolls forward through weapons. Also works as an Action button in certain situations (e.g., talking to allies, opening chests, activating pads) and as a general Select button with regard to menu options, conversations, etc.

B BUTTON

Scrolls backward through weapons. Also works as a general Back button with regard to menu options, conversations, etc.

SPECIFIC MOVES

SIDESTEP

Press the C+ and C+ Buttons during normal play to step aside, either to get out of the line of fire or to begin a strafing movement (hold down the C+ or C+ Button and fire with the Z Button).

CLIMBING

Juno and Vela can hang from certain ledges, either to help them clamber upwards or to prevent them from dropping too far. When dangling in this way, push into the object with the Control Stick to climb up or push away from it to drop down. You can also climb up/let go by attempting to jump/crouch while hanging on.

SWIMMING

All Jet Force recruits have to be competent in this field, but Vela excels in underwater swimming. She is the only team member who can access areas hidden beneath stretches of deep water.

FLIGHT

Available only to Lopus until Juno and Vela are able to power up their Gemini Armor. By pressing the A Button once to jump and then again to activate his jet boots, Lopus can glide for quite a distance and cross gaps on which his teammates would come up short.

CRUCHING/CRAWLING

Pressing the C+ Button from a standing position makes your character drop into a crouch, from which point you can fire, crawl around using the Control Stick or return to standing by pressing the C+ Button.

ROLLING

Use the C+ or C+ Button while crouching or crawling to perform an evasive roll.

MULTIPLAYER OPTIONS

Jet Force Gemini boasts three completely different multiplayer modes, each with its own unique subset of options. Use the Control Stick to navigate as in any other menu. Press the A Button to select and the B Button to move back a step. Select and toggle the top-left icon to change the multiplayer mode and bring up the appropriate range of icons (any marked with an X are not applicable). When you have finished tailoring the various options, highlight and select the Start icon to begin play.

BATTLE MODE

The traditional two- to four-player match-up option. In this mode, the various icons allow you to change the game type, level, range of weapons available, limit on time/kills/lives and type of radar. In Time Limited mode, the number of kills made within the allotted time decides the winner. In Slaughter mode, it's the first player to achieve a certain kill total, and in Survival mode, it's basically the last man, woman or thing left standing.

TARGET PRACTICE MODE

Here the icons allow you to change the level, set limits on ammunition and toggle the control method. The game camera swoops on rails through the chosen level, and the players each control a set of crosshairs. The aim is to pick off as many Drone targets as possible while avoiding the Tribal targets. Totals are kept of shots fired and "kills" achieved (Tribals serving as penalties), and the winner is determined by a combination of these.

RACING MODE

Don't be surprised to find this option unavailable at first. To access Racing Mode, you first need to find and complete its counterpart within the single-player game. As with Battle Mode, there are icons here allowing you to change the game type (time-based or lap-based), level and time limit/number of laps, and also the range of pickups and number of boosts available. You can choose to race from a behind-the-car or top-down perspective. Direction and acceleration are assigned to the Control Stick, while the A Button triggers a boost, the B Button brakes and the Z Button uses the current pickup.

PAUSE MENU OPTIONS

CHARACTER

Allows you to switch between available characters during the game. Note that you will rejoin the selected character where you last left it, rather than simply swapping the character in use during the current level.

OPTIONS

Takes you to the separate Options Menu, as selectable from the title screen. For a list of menu choices, see Getting Started on pg. 6.

HEALTH

Displays the health level of the currently-chosen character. Pick up Gemini-Holders to boost your maximum storage capacity.

WEAPONS

Displays and describes the weapons currently owned. Pressing a direction on the + Control Pad while viewing a particular weapon will assign it to that direction, offering instant access to up to four weapons during the game. The A and B Buttons can also be used as normal to scroll through unassigned weapons.

MAP

Brings up a map of the galaxy—or the areas that you've managed to explore, at least. To take a shortcut back to a stage you've already completed, simply use the Control Stick to highlight and select it.

INVENTORY

Allows you to keep track of the Keys, Items, Tokens, etc. that you've picked up along the way.

TRIBALS

Provides a region-by-region breakdown of the number of Tribals rescued, killed and remaining on each level you've explored so far. Until all Tribals in a region are saved, your best effort to date is displayed.

SPECIAL

The final Pause Menu option contains details of a special mission that you'll uncover further into the game. For now, all you can do is guess...

SAVING YOUR GAME

In-game saves are performed through the Pause Menu, where you can save at any time simply by pressing the Z Button as instructed. When you want to stop playing, remember to save your game data first (you'll automatically be given the option if you select Exit from the Pause Menu). Be careful not to turn off the Control Deck before the save process has finished or you risk losing data.

GAMEPLAY

STRUCTURE AND PROGRESS

At first, Juno is the default character, and you'll have a couple of levels in which to get used to controlling him before you catch up with Vela or Lopus. From then on, you'll have the choice of continuing to play as Juno or following the fortunes of another team member for a while as each goes off to explore a different set of levels. You can swap between Juno, Vela and Lopus via the Character option on the Pause Menu.

Ultimately, all three JFG fighters will arrive at Mizar's Palace from a different direction and wait there for their teammates, so you can play through the game in a number of ways. You can lead Juno all the way to his final destination before setting out with another character along his or her own route, or you can swap frequently between characters and tackle all three routes simultaneously. The choice is yours...

ALLIES

Along their journey, the Jet Force Gemini team will meet up with a variety of friendly or neutral characters who'll be more inclined to help if you don't shoot them! During the first stages of Goldwood, Magnus in particular will crop up more than once to teach you a few things about making progress. It's worth paying attention, as the characters you meet on later worlds are just as likely to want to strike some kind of deal as they are to offer their help selflessly.

COLLECTIBLE ITEMS

GEMS

Effectively restore your health by making repairs to your armor. Gems of different colors will provide varying levels of repair.



GEMINI HOLDERS

More Holders provide more room for Gem storage, ultimately raising your maximum health level.



AMMO CRATES

Top off the ammunition level of a particular weapon when collected. Crates containing ammo for weapons you haven't picked up will be "ghosted"—remember where they are so that you can come back for them later.



CAPACITY CRATES

These actually increase the ammunition capacity of a weapon, leaving you with less chance of having to resort to your standard Pistol in the middle of a blazing firefight...

SHIELDS

In areas of particularly heavy enemy fire, a handy shield token may be left to offer you a sporting chance with the temporary invulnerability it bestows (signified by a swirling light effect). Get out in the open and fire away while it lasts!



KEYS

Some of the security doors blocking your path can only be opened by keys of a certain color; you'll either receive these keys from an ally or find them along your way. Some keys will be exclusive to one JFG team member, meaning that he/she alone can pass through.



MIZAR TOKENS

The basic all-purpose currency used by Mizar's troops, which the JFG team will need to collect if they want to use some of the equipment set up on occupied worlds.

OTHER ITEMS

Throughout the course of the game, you may well come into possession of unique items used to solve puzzles or strike deals with certain characters. You can view these with the Pause Menu Inventory, and you'll be given the opportunity to use them when the time is right.

GENERAL FEATURES

DOORWAYS

You'll find many types of doorways blocking off routes through the worlds ahead—some that you absolutely must find a way through, others that aren't essential but lead to useful hidden areas. The main types of barriers are: Life Force Doors, which won't open until you've rid the immediate area of Mizar's troops; Key Doors, which can only be opened by a Key of a specific color; Target Doors, which require concentrated firepower to open; and Floyd Doors, which remain locked until you recruit the character in question at a later stage.

REGION MARKERS

Each of the game's levels is divided into regions, making it easier for you to keep track of progress and pin down the Tribals you've yet to rescue. Some levels have only a single region, while others have many. The main point to remember is that a region will reset (including the number of Tribals saved if you didn't get them all) when you leave, which is why the markers are placed to let you know when you're about to exit a region and/or enter a new one. Markers that emit green light signify a new region ahead, red ones warn that you are about to leave the current region, and both are used if there are no connecting areas between the regions (i.e., you go directly from one into the next). Use the Pause Menu's Tribals option to monitor your performance in each region.

LAUNCHPADS

You'll begin your expedition through each of the galaxy's worlds at a launchpad, with another one (hopefully housing a Gemini Scout Ship) lying at the end of each stage to provide you with a route to further worlds. Just walk into the Scout Ship to take off. Bear in mind that during your later explorations, the branching paths of some worlds can lead to alternative launchpads and the bonus stages that lie beyond...

CONSOLES

There aren't too many left lying around, which makes these Consoles all the more useful when you do come across one. Installed for the use of Mizar's troops, they summon a Service Robot when activated. The Service Robot can't distinguish between friend and foe, so the JFG team can make use of the same services as any Drone (mainly restoration of health and ammo) in exchange for a few Mizar Tokens.

FLOOR PADS

You'll come across a variety of Mizar Token-powered floor pads throughout your crusade, boasting different functions as follows: Jetpack Pads will temporarily charge the Pack of any character equipped with the armor upgrade; Night Vision Pads will activate Night Vision Mode for the tricky section ahead, provided the Goggles have been picked up; Floyd Pads offer the opportunity to take control of Floyd for specific flying bonus stages; and Transformation Pads allow the player to take on the appearance of a Tribal, or even a Drone, when the situation demands such subterfuge...

TOTEMS

You'll find these tucked away in the deepest recesses of JFG's many levels, serving as a final reward to those who cover every last uncharted inch. Contact with a Totem brings up a message informing you that a multiplayer bonus feature has been unlocked. This could be one of the many hidden characters or a whole new battle arena. Just flick through the available characters and levels the next time you start a multiplayer game to find out your reward.

TRIBALS

One of the main aims of Jet Force Gemini in this adventure is the liberation of the Tribals. So if you want to stand a chance of complete success in the long run, be sure to rescue as many of the little furballs as possible (just by bumping into them). When you free—or kill—a Tribal, a status bar appears briefly on-screen, displaying the number of Tribals remaining in the region, the number you've rescued and the number you've killed or allowed to be killed. (Drones won't be particularly careful with their fire just because there are Tribals about, so deal with them first!) However, some areas are sealed off to certain characters, so you may find that you won't be able to rescue every last Tribal on your first trip through an area. If you get stuck, move on and come back with another team member later.

THE WEAPONS



JET FORCE PISTOL

Standard-issue JFG equipment, featuring a built-in charge gauge which allows for eight or so rapid-fire shots before needing a few seconds to refill.



MACHINE GUN

A high-powered but inaccurate weapon, with the possibility of a very short lifespan if you let yourself get carried away by its frantic rate of fire!



PLASMA SHOTGUN

Can be used in different ways according to your situation. Quickfire shots will do relatively little damage, but charging the weapon by holding down the Z Button will power up a lethal blast.



HOMING MISSILE LAUNCHER

Perfect for clearing a path through heavily-stacked odds. Just stand back, lock on and let loose a few of these babies...



TRI-ROCKET LAUNCHER

Portable long-range destruction on a massive scale. Fires direct volleys of three spinning rockets with the power to take out just about any enemy you choose.



SNIPER RIFLE

A high-powered weapon, obviously most useful for long-range stealth shots. When in targeting mode (holding down the R Button), the A and B Buttons control its zoom function.



FLAMETHROWER

Short-ranged but a severe distraction to anyone it hits. Every bit as indiscriminate as any other weapon, of course, so be very careful where you're aiming!



SHOCKER

An experimental combat device which channels a powerful electric current into its target. Effective against most enemies, but lacks the range of some of the more traditional weapons.



GRENADES

Standard explosives. Hurl them into the fray and keep well back!



SHURIKEN

Galvanized, razor-edged throwing stars that'll stick into just about any surface (and cut clean through a few). Long-ranged and accurate, thanks to their homing mechanism.



REMOTE MINES

Throw them onto a likely surface, back off until a handy Drone passes by and press your fire button again to detonate. Sneaky but effective.



PROXIMITY MINES

Automatically become active when they hit the ground. Anyone straying into range is in for a nasty surprise—but that includes you, so take care where you set them!



CLUSTER BOMBS

Similar at first to the standard grenade, but the initial explosion releases a further trio of parachute bombs which spread out to cover a wider area.



FLARES

Mizar isn't renowned for his tasteful pastel color schemes, so there'll inevitably be times when you'll need a flare to light your way through the gloom.

FISH FOOD

You feed the fish with it. That's all. Really.



THE ENEMY

DRONES

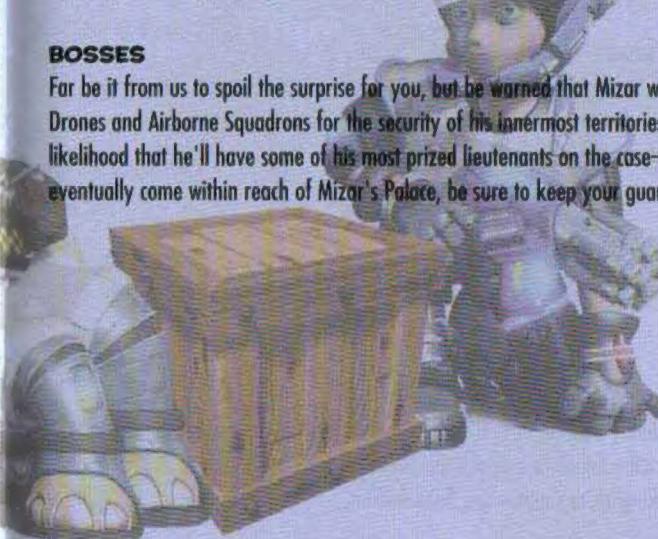
The bulk of Mizar's troops, these expendable, mass-produced pawns come in a variety of guises and sizes. The two most common forms are Soldier Drones, which go out on raids or patrol occupied territory in groups, and Sniper Drones, which lurk in ambush at key vantage points. But you'll also encounter a wide range of other Drones during your travels, including the psychotic Ninja Drone, sneaky Shield Drone, two-gunned Stag, shambling Marsh Zombie, heavily-armored Centurion... You never know what's lurking around the next corner in Mizar's domain.

AIRBORNE SQUADRONS

Like the Drones, there are many variations of enemy within the Airborne Squadron. Some rise up in squadrons to form a deadly wall before you, while others soar through the levels on strafing runs. Others still may actively hunt you down. Their main advantage is sheer weight of numbers, so don't go firing off all those machine gun rounds just yet...

BOSSES

Far be it from us to spoil the surprise for you, but be warned that Mizar won't rely entirely on Drones and Airborne Squadrons for the security of his innermost territories. There's every likelihood that he'll have some of his most prized lieutenants on the case—so should you eventually come within reach of Mizar's Palace, be sure to keep your guard up at all times.



THE WORLDS

GOLDWOOD

A tranquil forest planet where the vast majority of Tribals live in peace with their neighbors. However, Goldwood has also been the target of Mizar's latest and most ambitious raids, so Juno and company are about to be thrown in at the deep end...

S.S. ANUBIS

A vast cargo ship, now desolate but once part of Mizar's fleet—discarded at the first sign of wear and tear, as are all those who serve the tyrant. Stragglers and some useful items are likely to remain on board, however.

TAWFRET

Once a pleasant, sunny world of fields and fens, Tawfret and its scattered Tribal colonies currently face a peril greater than anything that has come before. No world within Mizar's grasp can remain safe for very long.

BATTLESHIP SEKHMET

Most recently responsible for the success of the Goldwood raids, Sekhmet forms a key part of the Drone army vanguard. Consequently, the sight of this huge, brooding warship cruising over the horizon has spelled doom for many a world.

CERULEAN

A world of cold desert and silence. Blue sand stretches away to every horizon, dotted by the ruins of a civilization long since consigned to history... or rather mystery, since next to nothing is known of them.

ICHOR MILITARY BASE

Mizar's single biggest military outpost, built almost from scratch by the Drones that now fill its barracks. Anyone penetrating the outer ring of defenses will find a docking bay forever crammed with ships stocking up on supplies and fresh soldiers...

THE SPAWNSHIP

This mysterious, unnamed vessel is rumored to be the birthplace of Mizar's never-ending Drone army. If this is true, then the danger is doubled: even the fall of Mizar won't stop the insectoid killers leaking into space by the thousands!

RITH ESSA

A planet of sheer cliff faces and breathtaking canyons, almost as famous for its spectacular vistas as it is for its rich mining operations. All but deserted now, Rith Essa must be rid of the inevitable Drones before it can reclaim its former glory.

ESCHEBONE

Riddled with ancient, restless volcanoes and eerie alien life forms who, so the stories say, don't take kindly to intruders. Eschebone is such an inhospitable world that even Mizar has failed to show much of an interest in adding it to his collection.

MIZAR'S PALACE

The core of the tyrant's rule and the ultimate meeting place for Juno, Vela and Lupus—assuming they all make it. At last, the confrontation that entire galaxies have waited for... but even now, who can guarantee that it will all end hero?

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

• **NINTENDO HELPLINE** 190 224 1001
(LEGION CALL RATE AT 95 CENTS PER MINUTE)

The contents of this Caution do not interfere with your statutory rights.

WARNING

Copying of any Nintendo game is illegal and is strictly prohibited by national, local and international copyright laws (including section of the Copyright, Designs and Patents Act 1988 and the 1991 EC Directive on the Legal Protection of Computer Programs). Back-up copies are not authorized and are not required to protect your software. Violators will be prosecuted.



WARRANTY FOR THE NINTENDO 64 (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:

Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179
Australia

Phone : 1300 36 27 46

• **NINTENDO HELPLINE** 190 224 1001

(LEGION CALL RATE AT 95 CENTS PER MINUTE
Calls from mobiles and public phones attract a higher rate.)